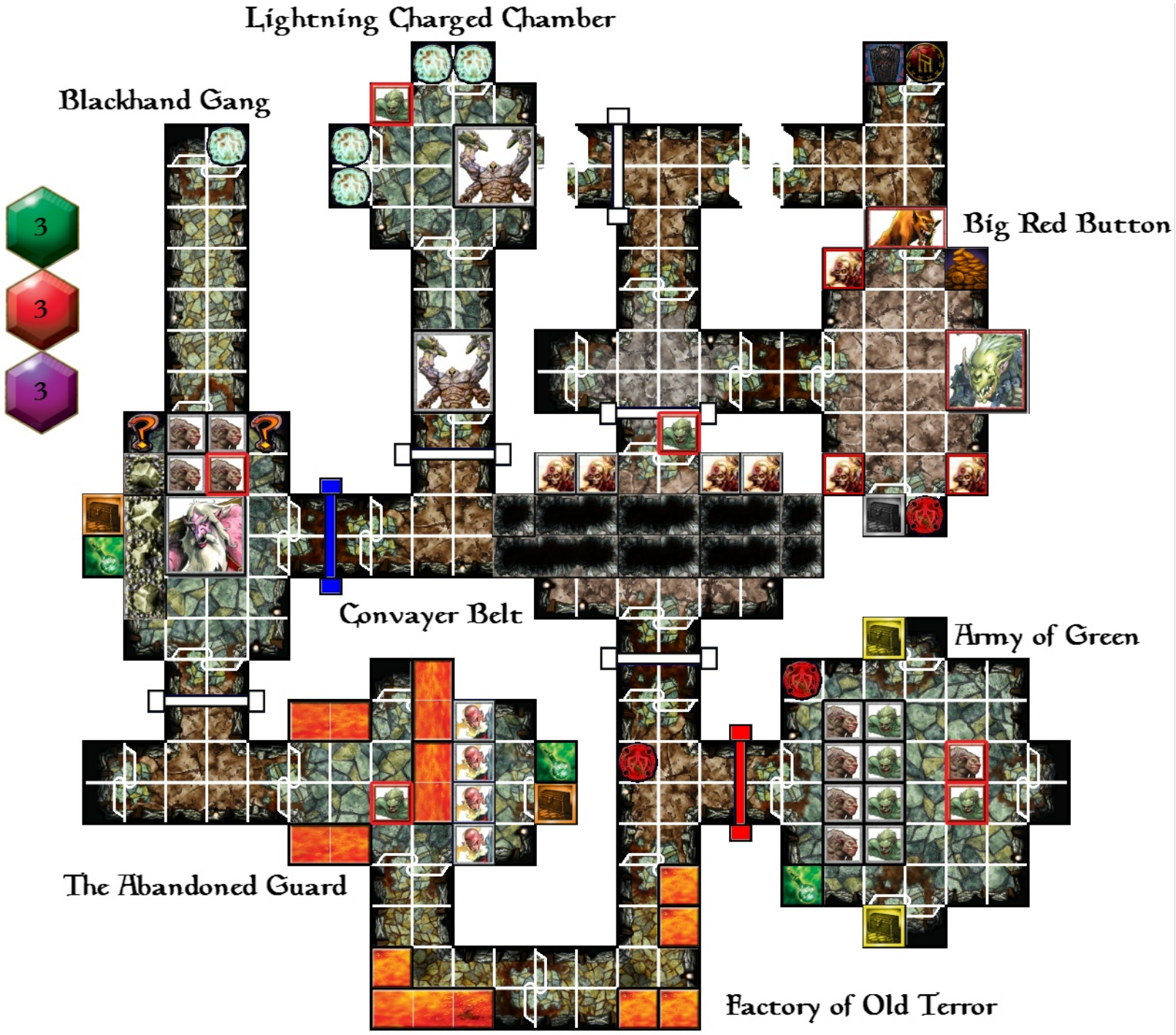

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Factory of Old Terror

By Elliots Last Gasp

Scenario Background

Naslam had said that the Black Ruby in the Spiridons lair was their downfall and had weakened their immortality rate enough for the Heroes to kill them. Although the corruption of these stones is enough to ensure they are kept and craved for all time they bring the shadow of death to them wherever they go.
The Kobold Tiny Tots has stolen Naslam's ruby and has now fled to the marsh of the old Ferrox Lord Terrorantiana who fell in the war of four, the marsh of dread was his lair.
Tiny Tots has gone to the Factory of Terror where the Ferrox Lord made his weapons of mass destruction. On the front doorstep of the factory its great iron doors lay on the floor unhinged as electricity engulfed the factory .

Mission Goals

The Heroes must go inside the dark electrified halls of the Factory of Terror and rob the theif of his new shiny trinket.

Important: The Heroes start with 5 Conquest Tokens.

Templates: The few gaps in the map are 2x1 joining peices from Tomb of Ice.

Chests:
Copper 1: 1 Curse, 1 Conquest Token, 100 coins and a Treasure
Copper 2: 2 Conquest Tokens and a Treasure
Copper 3: A Treasure
Silver 1: 2 Curses and a Treasure
Silver 2: 2 Conquest Tokens and a Treasure
Silver3: 200 coins, 2 Conquest Tokens and a Treasure
Gold 1: 400 coins and a Treasure
Gold 2: 4 Curses and a Treasure

Blackhand Gang

"You two attach the chains and if he escapes before we've got the loot I'll have your hides hanging from my tapestry," the leader of a group of Kobolds spat as he backhanded one of his lessers. He had a Blackhand branded on his arm a mark of his gang.

Important: The ?'s here are the chains attached to the Giant the Heroes may destroy them simply by standing on them and spending a movement. The Giant cannot move until this has happened yet he can still attack the Heroes but not the Kobolds. Once the Giant is freed roll a power die:
Enchancement: "You not like punny men they think they so smart but you show them huh, thank you Heroes I must return to my village however take this as thanks," the Giant spoke as he smashed down rubble leading to his hoard.
Remove all the rubble tokens in the room and the Giant.
Surge: "Thank You Heroes I will not kill you now, I would assist you in fact but I'm afraid I must guard my treasure goodbye."
The Heroes cannot attack the Giant nor will he attack them he is now de-active and his loot is untouchable.
Blank: "Stupid creatures in league with Kobolds no doubt ,die."
The overlord controls the Giant as usual. The loot is untouchable.

The Abandoned Guard

When the War of Four was in full rampage four deadly warriors of the Ferrox Lord fell in battle they were his advanced guard the kind that never dies and now the war is over they have returned as shades. It seems they have a new master for as amazing guards left on their on they are weak. Kahn the Ferrox is their leader and flames kindle in his eyes!

Important: The Sorcerrors here are Shades.

The Master Ferrox here is Kahn he is not the same as a Normal Master Ferrox but the same to a Copper Level Road to Legend Master Ferrox.

Read when Kahn is down to one Health: The Ferrox Lord loses an arm as it is cut off by a Heroes mighty swing yet he regenerates it and then roams away through the dark passage ahead.

Convayer Belt

Kahn is here again after making a dash for it recentley this time however he seems to be alone. "I did not get to introduce myself earlier before you rudely attacked me. I am Kahn direct decendant to the mighty Terrorantiana himself I continue his work even today creating weapons of mass destruction which no doubt you will see later on unless you fall here," cackling madly he activated the convayer belt in front of him.

Important: The Master Ferrox here is Kahn he is not the same as a normal Master Ferrox but the same to a normal Silver level Road to Legend Master Ferrox.

The Pits in this room are the Convayer Belt the Heroes can step on it but once they do roll a 1-6 Dice and move the Hero that many squares to the left towards the Lightning chamber room. Once done the Hero can advance another if he is not at the end once he moves again onto the second row he/she must roll again. The monsters are also effectewd by the Belt.

Read when Kahn is down to one Health: Orange Flames engulf the scene and once put out by a spell the Ferrox Lord is gone.

If a Hero opens the Lightning Charged Chamber while Kahn is still alive read:
Kahn suddenly teleports to the room just opened (read Lightning Charge Chamber text) and place the Ferrox in his new position.

Big Red Button

The room is deadly quiet a big red X hangs over a large button saying Do not Press. Kahn appears to be somewhere else but his reappearence is absolute.

Important: Do not place anything out in this room ecept the red rune key once it is picked up read: On pressing the Big Red Button A large bang sounds and smoke rises when it fades creature emerge.

Place out all the contents of this room and change the Red Rune Locked door to a normal door.

The Shield of the Dark Gods is in here however it will cost the Heroes 6 Conquest Topkens the choice is theirs.

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Lightning Charged Chamber

Kahn is in the middle of two machines coated in black steel both fuzed with electricty shattering into giant stone golem Golems ahead of them who remain motionless under the bolt.

Important: The Master Ferrox here is Kahn he's not the same as a normal Master Ferrox but the same as a Gold Level Master Ferrox from Road to Legend.

Lightning is shooting from the glyphs in the room use the Bolt template once it hits a Golem it is stopped however, the Bolt shoots at the start of the Overlords turn any Hero not covered by a Golem loses a Health for the amount of squares it is away from the Glyphs it came from. The Golems are used like usual. The Heroes cannot travel through these Glyphs (Use Dark Glyphs for convineince if possible).

Read when Kahn has one Health left: Kahn suddenly leaps onto one of his lightining bolt machines and in a flash of lightning vanishes once again. The machines seem to of fuzed out now the Bolts cease firing.

If the Army of Green room is opened before Kahn dies he merely teleports there as of previously.

Army of Green

"Give me the stone Tots or I will be forced to kill you," Kahn yelled down to the Kobold thief.
"I can't I gave it to my mistress the head of the thieves," the small creature cowered.
"For your sake I seriously hope not," Kahn revoked back.

Important: The Master Ferrox here is Kahn he is not the same as a normal Master Ferrox but a Diamond Level Master Ferrox from Road to Legend. Also the Master Kobold Here is Tiny Tots he is not the same as a normal Master Kobold but the same as a normal Diamond Master Kobold from Road to Legend. All the normal monsters in this room are Gold Level.

Read if the Heroes lose all their Conquest Tokens: Kahn stands over the Heroes all the last thing they know of is his mighty jaw enclosing their lives in darkness.

Read when Tiny Tots has one Health left: Wait stop, I don't even have the Ruby it's with my mistress please she's the one. If you need it then finfd her she lives in Aguyas talk to Mad Hat Sting he will know her. Life fails the pathetic wretch as he dies.

Read if the Heroes kill Kahn: No regenerating arm or orange flames or even lightning to help him the Ferrox has fallen as his descendant did before him. The Heroes win.

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